

XBOX 360

BATTLESHIP



ACTIVISION

 **WARNING** Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

BATTLESHIP®

XBOX LIVE	04
GETTING STARTED	04
INTRODUCTION	04
CONTROLS	05
INTERFACE	07
PICK-UPS	09
CUSTOMER SUPPORT	10
SOFTWARE LICENSE AGREEMENT	11

XBOX LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

GETTING STARTED

To start playing BATTLESHIP™, ensure your system is turned on, open the disc tray, and insert the game disc.

INTRODUCTION

You are EOD 1st Class Cole Mathis, a Navy Explosive Ordnance Disposal (EOD) Technician, on a training exercise as part of the world's largest international maritime exercise, the biannual Navy "Rim of the Pacific" Exercise or RIMPAC. EOD Technicians are highly trained members of the Navy and are responsible for investigation and demolition of natural or man-made underwater obstructions, preparing coastal regions for amphibious landings, and providing intelligence about potential threats both in the United States and abroad. As experts in the most conventional and unconventional of explosives, they ensure the secure disposal of explosive weaponry.

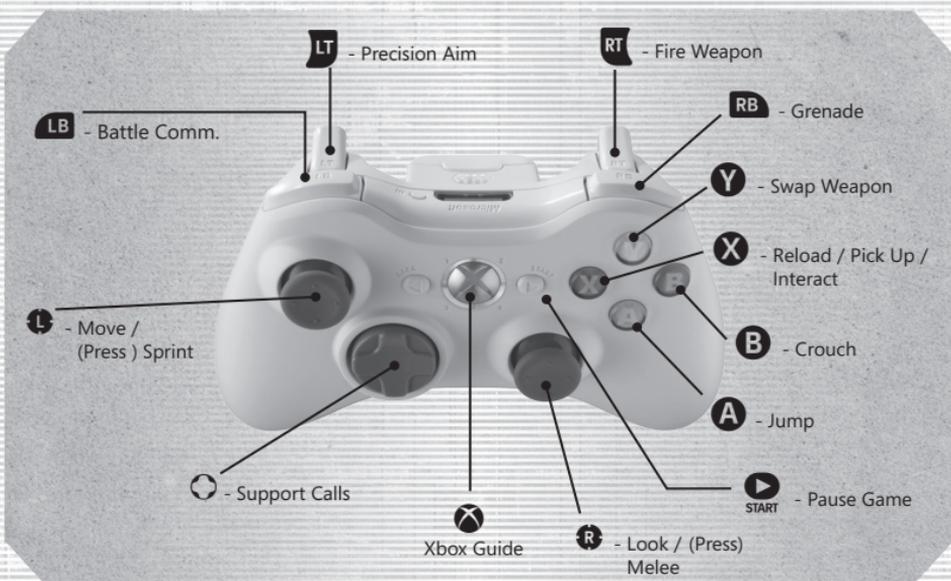
During your participation in RIMPAC, detonating unexploded ordnance from World War 2 along the coastlines of three North Hawaiian Islands, you and your unit discover something terrifying. Unknown to the Navy, a mysterious alien threat arrives off the coast of the Hawaiian archipelago. During the exercises they make their presence known, block out all communications and begin making their move.

As the events of BATTLESHIP™ unfold, the Hawaiian Islands are caught in a pocket dome of weather intended to isolate the various command groups participating in the exercise. You are the only ground unit in your fleet able to communicate with the ships in the area, marshalling them to resist the alien force.

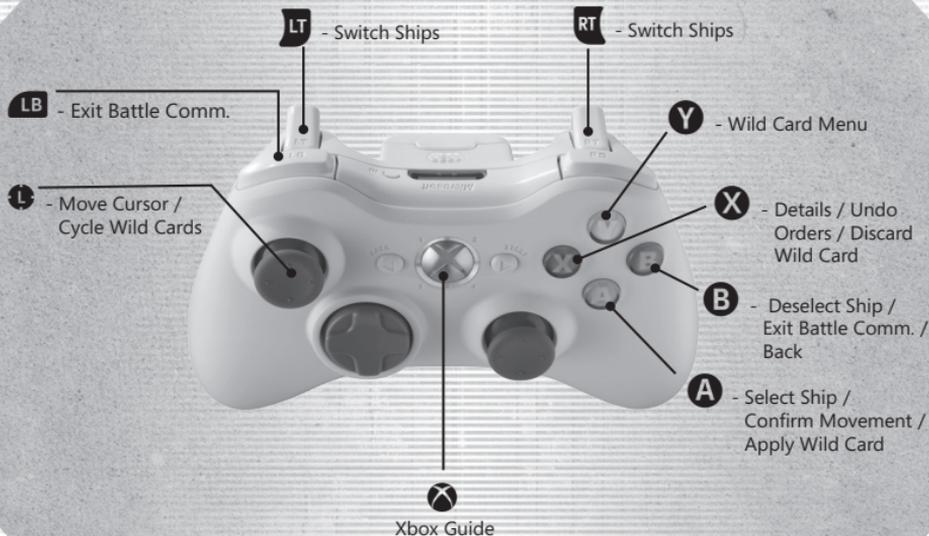
Mathis, along with a fleet of U.S. Navy ships, moves from island to island massing a larger and more powerful fleet with each island hop while facing off against this mysterious alien threat.

CONTROLS

FIRST PERSON



BATTLE COMMAND



SHIP-TO-SHIP COMBAT



MAIN MENU & PAUSE MENU



INTERFACE

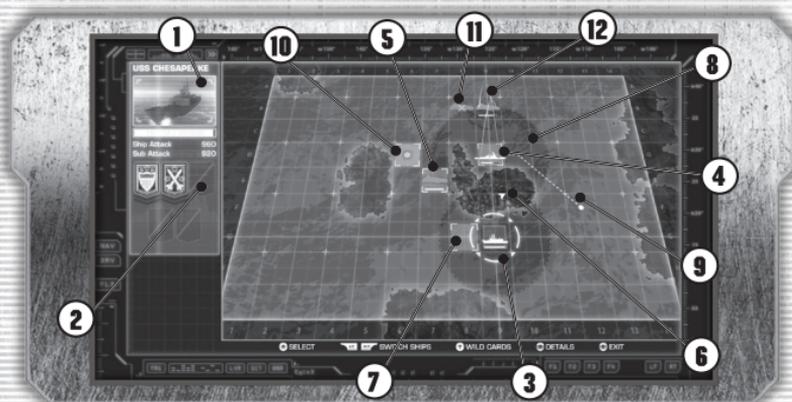
FIRST PERSON



1. Objective Marker & Distance
2. Remaining Ammo
3. Allied Support Call Status

4. Support Position Occupied By Enemy
5. Fleet Health
6. Fleet Status

BATTLE COMMAND



- | | |
|----------------------------------|--|
| 1. Ship Stats | 7. Support Position |
| 2. Currently Equipped Wild Cards | 8. Radar/Targeting Radius |
| 3. Ship Selection Reticule | 9. Movement Path |
| 4. Player's Ship | 10. Unknown Enemy Vessels |
| 5. Enemy's Ship | 11. Destroyed Vessels |
| 6. Player's Position | 12. Attack Vector
(Blue – Player/Red – Enemy) |

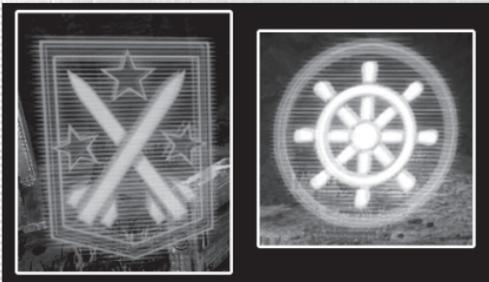
SHIP-TO-SHIP



- | | |
|-----------------------|-------------------------|
| 1. Targeting Reticule | 4. Player's Ship Health |
| 2. Weapon Status | 5. Enemy's Ship Health |
| 3. Time Remaining | |

PICK-UPS

WILD CARDS



Occasionally enemies will drop Wild Cards which allow the player to modify and upgrade ships in their fleet. Blue Wild Cards will modify a unit for the whole mission. Gold Wild Cards are good for one use per card. Blue Wild Cards can be stacked up to three times. In the Battle Comm. with the desired ship selected, the player can access the Wild Cards menu by

pressing **Y** and apply the Wild Card to the ship by pressing **A**. They can also discard Wild Cards by pressing **X**. Players may also discard already equipped Wild Cards by pressing **X** on a selected ship to see the details and then select the Wild Card to remove it.

AMMO CRATES



Ammo crates are located around the islands which allow the player to collect much needed ammunition and grenades.

PEGS



Small collectable pegs are hidden on all of the islands. Collecting them allows the player to unlock extras accessible through the main menu. These should not be mistaken for their counterparts, which are fired from alien ships at the player for a devastating effect.

CUSTOMER SUPPORT

Please do not contact Customer Support for hints/codes/cheats.

For self-help, please visit our website at support.activision.com

Our support section of the web has the most up-to-date information available.

We update the support pages daily, so please check here first for solutions.

If you cannot find an answer to your issue, you can call us at the phone number below.

Note: All support is handled in English only.

Phone: (800) 225-6588

SOFTWARE LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION PUBLISHING, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

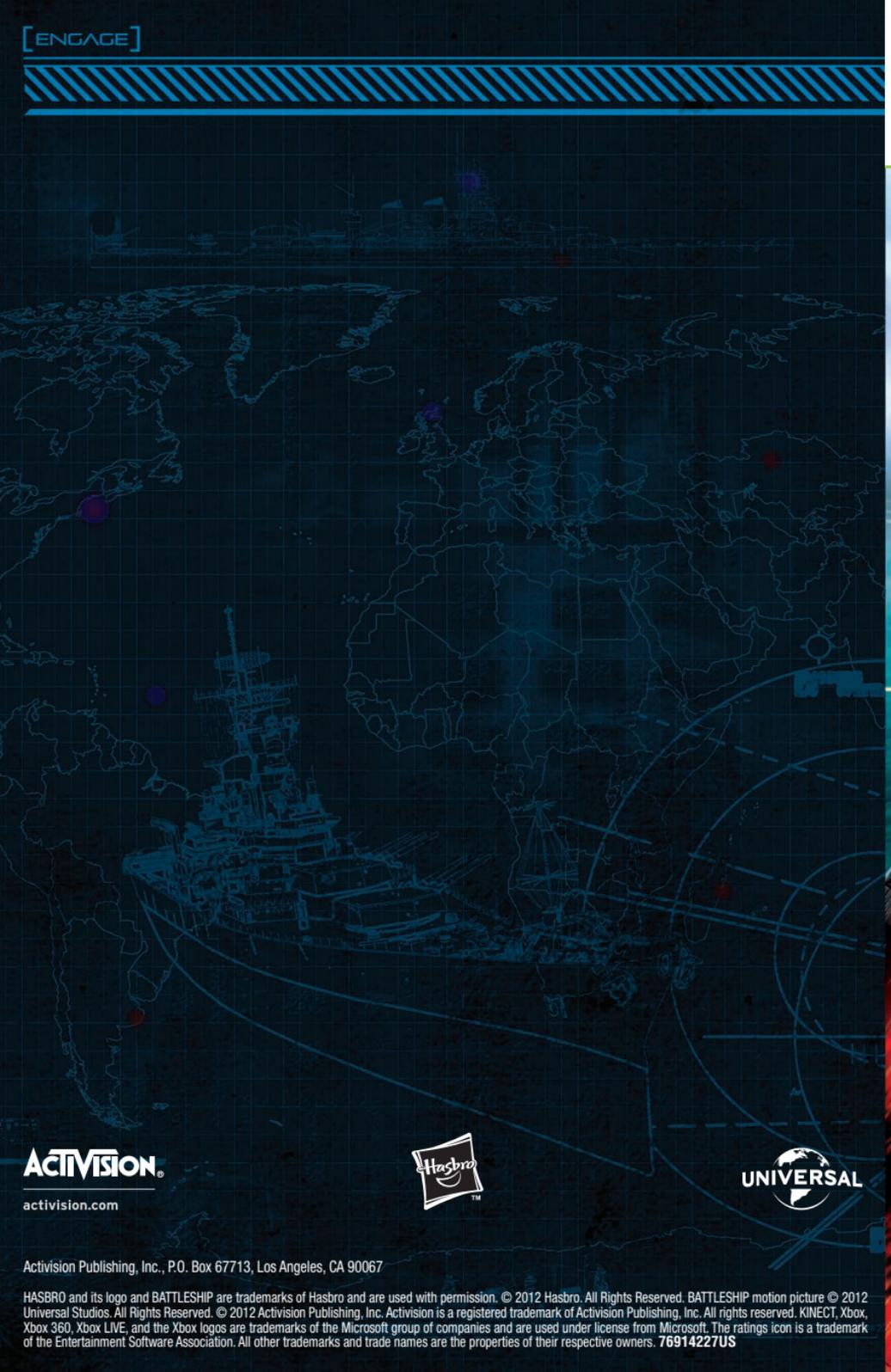
OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors.

This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Hack or modify (or attempt to modify or hack) the Program, or create, develop, modify, distribute or use any software programs, in order to gain (or allow others to gain) advantage of this Program in any on-line multiplayer game settings including but not limited to local area network or any other network play or on the internet.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

[ENGAGE]



ACTIVISION

activision.com



Activision Publishing, Inc., P.O. Box 67713, Los Angeles, CA 90067

HASBRO and its logo and BATTLESHIP are trademarks of Hasbro and are used with permission. © 2012 Hasbro. All Rights Reserved. BATTLESHIP motion picture © 2012 Universal Studios. All Rights Reserved. © 2012 Activision Publishing, Inc. Activision is a registered trademark of Activision Publishing, Inc. All rights reserved. KINECT, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies and are used under license from Microsoft. The ratings icon is a trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners. 76914227US